

# PATH OF THE PRIMAL V1.0

Some barbarians find purpose within the blood soaked frenzy of the battlefield, some find it within their blood or heritage and some with a god or the spirits.

This is not you. You might find purpose within the solus of nature, or the close-knit bonds you form with family and friends. Or perhaps simply the will to survive is enough of a purpose for you. Whatever the case, you walk the Path of the Primal.

## PRIMAL FURY

### *Third Level Primal Feature*

- Your primal fury fortifies your strength and agility. Your melee and thrown attacks using simple weapons or unarmed strikes deal an extra 1d4 of bludgeoning damage. While raging the bonus damage die doubles to 2d4.
- These dies increase with level according to the following chart.

### PRIMAL FURY DIE

Level	Die	Speed
Lv 3	d4	5ft
Lv 6	d6	10ft
Lv 14	d8	15ft
Lv 20	d10	20ft

- While you're raging your walking speed increases by the amount shown on the chart, based on your level.

## SIMPLE-MINDED

### *Sixth Level Primal Feature*

- Your simple-minded nature grants you substantial mental fortitude. Whenever you make an Intelligence, Wisdom or Charisma saving throw you can roll a die equal to your Primal Fury die and add it to your total, potentially turning it into a success.
- You can do this a number of times equal to your constitution modifier, minimum of 1. You regain 1 use on a short rest and all uses on a long rest.
- Additionally, when you make an intelligence or wisdom check with a skill you are proficient in, you may add a bonus equal to your constitution or strength modifier.

## STRONG BOND

### *Tenth Level Primal Feature*

- The strong bonds that guide you gifts you with supernatural reflexes. As a reaction whenever an ally within half your total walking speed takes damage from an attack or fails a saving throw, you can roll 1 die equal to your Primal Fury die and move within 5ft of them, you then give a bonus to the saving thrown equal to the amount rolled on your die or give disadvantage on the attack roll.
- If they still fail the roll, you can choose to become the target of the attack or saving throw, taking the brunt of the failed roll.
- Once you take this reaction you can't do this again until you finish a short rest, unless you spend 1 use of your Simple-Minded die.

## PRIMAL SOUL (WIP)

### *Fourteenth Level Primal Feature*

- Whenever you use a simple-minded die you can instead roll a d6 in its place instead of expending a use.
- You gain expertise is skill of your choice.